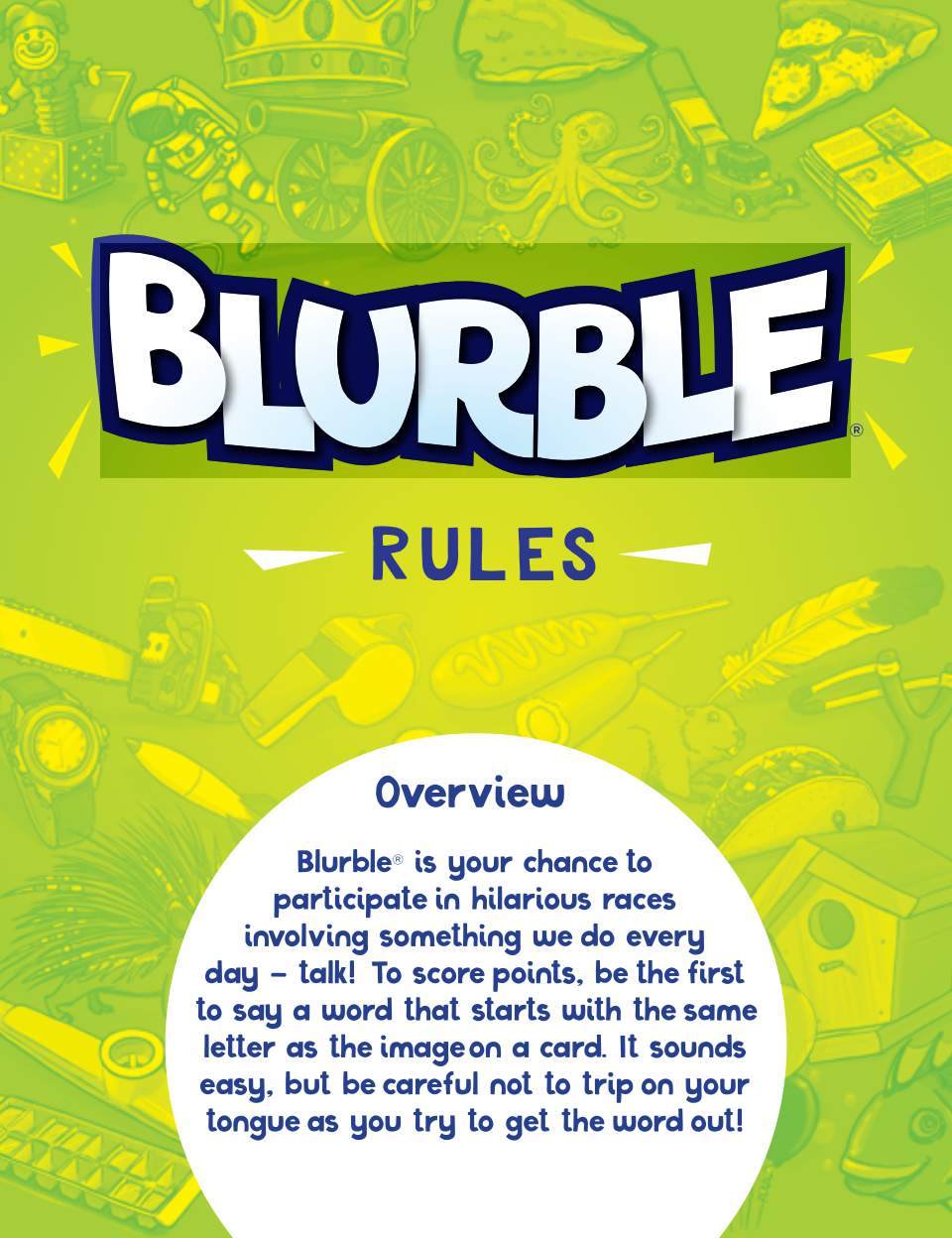




BLURBLE®

RULES

Overview

Blurble® is your chance to participate in hilarious races involving something we do every day – talk! To score points, be the first to say a word that starts with the same letter as the image on a card. It sounds easy, but be careful not to trip on your tongue as you try to get the word out!

Setup: Choose a player to be the first *Blurbler*. Hand this player a stack of cards face-down.



How to Race

Step 1: The *Blurbler* places the stack between themselves and the player to their left. These two players will compete in the first race. The other players will be *Referees*.



Step 2:

- When both players competing in the first race are ready, the *Blurbler* quickly flips over the top card and **slaps** it face-up on the table.
- Instantly, both players race to say a word that **starts with the same first letter** as the image on the card.



mango!



messy!



Step 3:

- The **first** player to **finish** saying a **legal** word wins the race (see FAQ on legal words).
- If a player says an illegal word, they are not eliminated from the race. Both players keep shouting out words until one player wins with a legal word.

- The card used for the race represents a point. It is awarded to the winning player.

Subsequent Races: To start a new race, the *Blurbler* places the stack between themselves and the next player clockwise around the table and begins again at Step 2. This continues until the *Blurbler* has raced each player at the table.



Next Round: Once the *Blurbler* has raced each player, the player to the *Blurbler's* left becomes the new *Blurbler*. Begin the next round at Step 1.

End of the Game:

- With 4 – 6 players, the game ends after each player has been the *Blurbler* twice.
- With 7 – 8 players, the game ends after each player has been the *Blurbler* once.

Winning the Game

- The player with the most points at the end of the game wins!
- If the game ends in a tie, the youngest player wins.

FAQ (continued)



What role do the Referees play?

All players not participating in a race are *Referees*. *Referees* vote on the following if necessary:

- Is a word legal? If a word is ruled illegal, the race continues until one player wins with a legal word.
- Which player won the race? The winner is the **first** player to **finish** saying a legal word. If the *Referees* can't decide or the race is ruled a tie, neither player wins the card. Instead, discard the card and redo the race with the next card.
- The *Referees* have final say in any other dispute. If the *Referees* can't decide, neither player wins the card. Instead, discard the card and redo the race with the next card.

Playing with Younger Kids

Here are 2 suggestions that can help put younger players on equal footing with older players. Choose the one that works best for you.

- Older players have to abide by the restrictions on legal words, but younger players do not. Younger players can win a race with an illegal word, as long as the word starts with the same first letter as the image on the card.
- Require younger players to follow the standard rules, but further limit the criteria for legal words that older players can use. For example, require older players to only use words that are nouns, verbs, have a minimum of 6 letters, or have a minimum of 2 syllables.

Rules Variants

- **King of the Hill:** When a player wins a race, they become the new *Blurbler*. The new *Blurbler* always races the player to their left first. The first player with 10 points wins.
- **The Thief:** If an illegal word is used during a race, any player at the table can shout out a legal word and steal the race, even if they were not part of the original race. All other rules are the same.
- **The Brainiac:** Limit the criteria for legal words. For example, only allow words that are nouns, verbs, have a minimum of 6 letters, or have a minimum of 2 syllables.

Frequently Asked Questions

? Where should the *Blurbler* slap the card to start a race?

- The *Blurbler* should slap the card halfway between both players. Both players should be able to see the image right-side up.
- The *Blurbler* should flip the card over quickly and slap it on the table. This way, neither player will be able to see the image before the card hits the table.

? What qualifies as a legal word?

- The word must begin with the same first letter as the image on the card. So if the image is a “spoon”, a legal word must start with the letter “s”.
- A winning word can only be used once per *sitting*. So once a word wins a race, it cannot win another race in the same *sitting*. A *sitting* is any number of games played during the same gathering. This means there are fewer words available to use as time goes on.
- The word must be in the English language.
- The word cannot be a proper noun (a word that always starts with a capital letter).
- The word cannot be a number.
- The word cannot be an acronym (such as TV, ATM, or GPS).
- The word cannot be contained in the name of the image. For example, “rain” is not a legal word if the image is a “rainbow”.
- The name of the image cannot be contained in the word. For example, “catalog” is not a legal word if the image is a “cat”.

continued on other side...

Meet the Designer

Grant Bernard has always had a passion for playing games and making people laugh. During college, he combined these interests and created his own game. He didn't intend to release his game to market, but years of hilarious interactions amongst friends and family convinced him otherwise. Taking his mom's suggestion for a name, he combined the words "blurt" and "babble" and Blurble® was born.



Game Credits

Concept & Game Design: Grant Bernard

Game Development: Satish Pillalamarri, Kristen Rahman, Matt Mariani, Edoardo Kulp, Rick Butler

Graphic Design: Jacoby O'Connor

Card Illustrations: Erin Koehler

Special Thanks: Ben Goldman, Jonathan D'Angelo, Jeffrey Bennett, Shivangi Moghe, Mishu Rahman, the Rowe, Musser, and Hallen families, Ethan & Elise Rogers, and everyone else on the North Star Games team for play testing; Jill Stamison Mariani, David McMullen, Anushka & Siyona Kale, the Gaum, Hayes, Lambert, Moyer, and Theunissen families for card testing; Jessica Hiltabidel and Merle Warren for their help on the Educational Games & Exercises. Grant Bernard would like to give special thanks to his parents, Marcia & Keith, for their undying encouragement and support along the way.

